MOBILE

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Autodesk SketchBook® Mobile (2.9)

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What's New

This chapter introduces new features and lists the improvements and enhancements found in this release of SketchBook® Mobile.

We've added the following tools to this release:

- Share images to the deviantART Autodesk-SketchBook group and get inspiration from other SketchBook artists.
- Access the SketchBook Mobile User Guide from the Info/Settings menu.

Improvements and enhancements

Improvements have been made in the following areas:

- Palm rejection
- Quick Tour slides
- Bug fixes

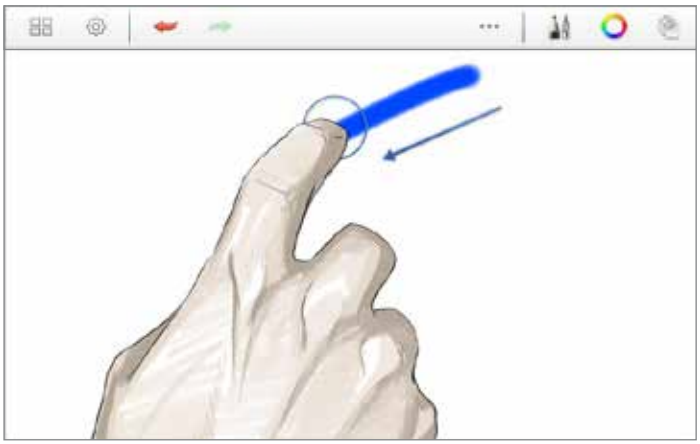
Introduction

Welcome to Autodesk SketchBook® Mobile. Enjoy the same SketchBook® desktop experience on your Android device with a professional-grade stroke engine, and produce stunning quality results.

Sketching

Drag your finger to start sketching. A default brush and color are used.

To change the brush or color, see *Colors*.



Clutch

Tap (**Clutch**) to access the corner tool and **Brush Properties** puck (see *Brush Properties puck*). Double-tap a corner to access its corner tool.

To display the customizable radial menu and the palettes, see *Brushes and Colors*.

Toolbar

Use the tools in the toolbar to save, create, edit, and access an assortment of editors, and tools.

NOTE The toolbar may look different, depending on the type of device you're using.

Gallery	New Sketch	Save	Gallery	
Info/Settings	Preferences	Pen Mode	Quick Tour	
	User Manual	About	SketchBook News	
Undo and redo	NOTE For smaller handheld devices, these options are found as corner tools.			
Sketching and painting	**Symmetry**	Horizontal	Vertical	
	Draw Styles	Free	Line	Rectangle	Oval
	Guides	Ruler	Circle	
	Tools	Fill	Transform	Text
Brushes				
Colors				
Using layers				

Info/Settings

After tapping , the **Info/Settings** menu appears. It contains the following options:

Preferences	Customise tools and application settings.
Pen Mode	Responds to the pen pressure, if sketching with a pressure-sensitive stylus.
Quick Tour	Access the tour guide slides.
User Manual	Access the user manual.
About	Find which version of the app you're running.
SketchBook News	Connect to SketchBookNews.com and get support, enter feedback, find documentation and articles, and more.

Pen Mode

Responds to the pen pressure if sketching with a pressure-sensitive stylus. In **Pen Mode**, you can only sketch with a pen. This is to prevent your fingers from leaving accidental strokes. You can still use your fingers to open the menu, pick different brushes, or do multi-touch gestures.

Tap , then to turn on or off **Pen Mode**.

Gestures

In the **canvas**, double tap the corners of the screen to access different tools or use two fingers for zooming, moving, and rotating.

Zoom into and out of the canvas

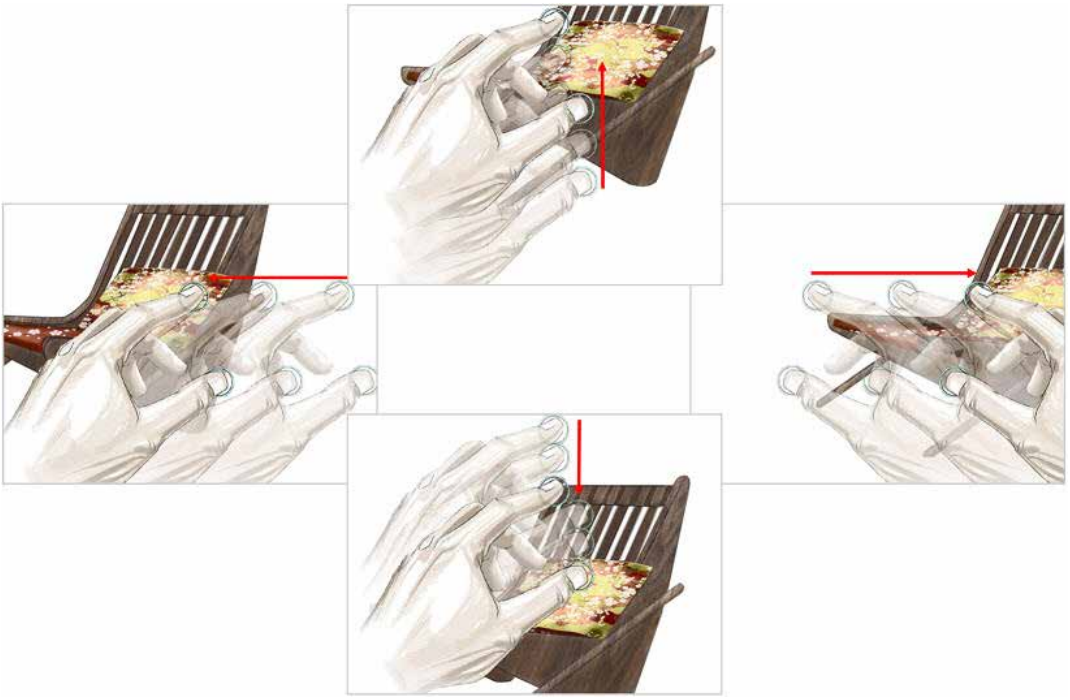
On the screen, pinch together or expand two fingers to zoom in or out.

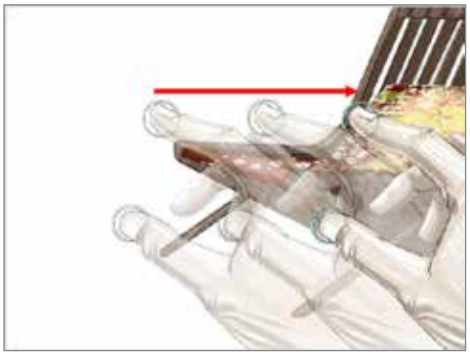
Pinch and expand your fingers to zoom in.

Pinch your fingers together to zoom out.

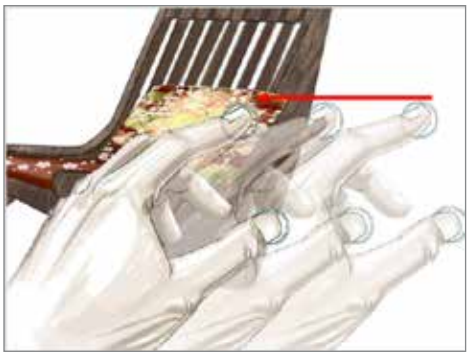
Reposition the canvas

With two fingers, drag in different directions to change your view of the canvas. Keep in mind, this does not change the placement of layers on the canvas. For this, see *Move, rotate, or scale a layer*.

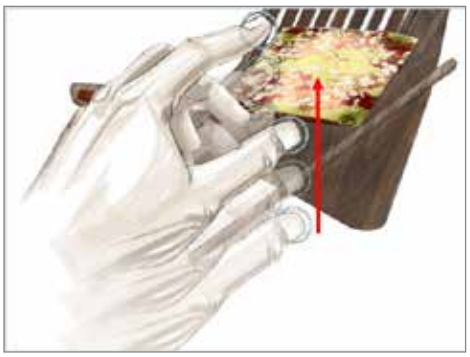




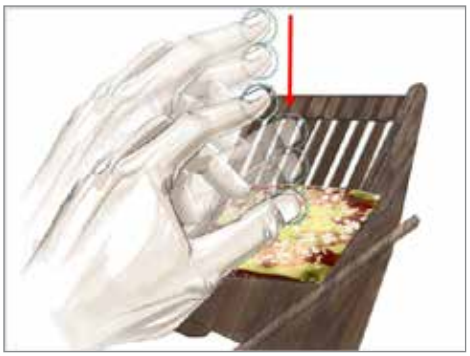
With two fingers, tap-drag to the **right** to pull the canvas and see the **left side** of it.



With two fingers, tap-drag to the **left** to pull the canvas and see the **right side** of it.



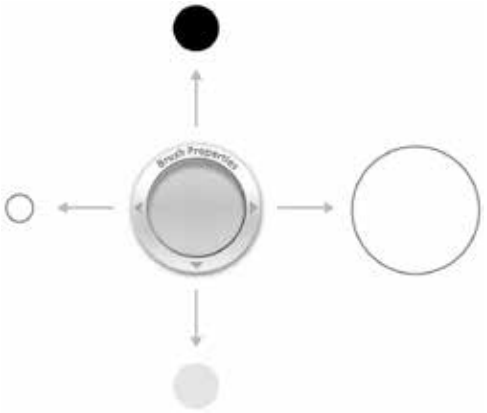
With two fingers, tap-drag **up** to pull the canvas and see the **lower part** of it.



With two fingers, tap-drag **down** to pull the canvas and see the **upper part** of it.

Brush Properties puck

Use the **Brush Properties puck** for changing the size of a brush and its opacity.



Access the Brush Properties puck

To access the **Brush Properties puck**, at the bottom of the canvas, tap .

TIP Either tap the canvas with three fingers or tap to access the toolbar.

Resize a brush

From within the **Brush Properties puck**:

- Tap-drag right to increase the size of a brush.
- Tap-drag left to decrease the size of a brush.

Change paint opacity

From within the **Brush Properties puck**:

- Tap-drag up to increase opacity.
- Tap-drag down to decrease opacity.

NOTE To change layer opacity, see *Change layer opacity*.

Corner tools

When you tap , the **Corner** tools are visible. Another way of accessing these without making them visible is to double-tap the corners of the screen.

The default corner quick tool mappings are:

Top left

Top right

Bottom left

Bottom right

Customize the corner tools

To set your own corner tools, tap to display them. Tap-hold a corner tool to display a list of all available tools. Select one. This new tools will replace the previous one.

Glossary

Definitions of terms used in this help.

brush

A tool for adding brushstrokes to the canvas. Available brushes include pencil, pen, eraser, paintbrush, airbrush, marker, chisel brush, felt pen, and smear pen.

Brush Editor

Part of the **Editor** for choosing brushes and changing their attributes.

brush outline

A circular outline that shows the size of a brush. This is only visible when resizing a brush. This is only visible when resizing a brush.

brushstroke

A mark made when you drag a finger across the canvas.

canvas

The paintable area where strokes are applied and images are imported.

clutch

A UI element for accessing the toolbar and **Brush Properties puck**.

Color Editor

Part of the **Editor** with options for selecting, creating, and making changes to colors.

eye-dropper

A tool, also known as the **color picker**, for grabbing a color.

Flick

The quick action of moving your finger to mimic the turning of a page. This action is used in the **Editor** for accessing different pages of brushes.

layer An entity that contains its own content. When combined or stacked with other layers, it becomes part of a composition. Layers can be visible or hidden, rearranged, transformed, their opacity changed, and blended.

marking menu A hidden menu accessible when using a three-finger gestures.

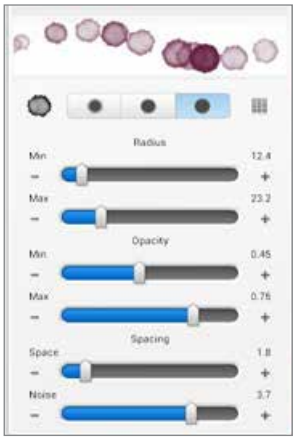
opacity The amount of transparency. Paint/brush and layer opacity can be changed.

panel A flippable piece of an editor that displays options specific to this section.

Shape texture brush A brush that uses a shape to create its stroke. An assortment of these can be found in the **Brush Editor**.

stamp spacing The space between a series of stamps that defines a brushstroke.

Decreasing spacing places stamps closer together, producing a dark smooth brushstroke.



Increasing spacing spreads stamps out, producing a brush-stroke that is lighter and not as smooth.

stroke What is created when you sketch or paint.

SV (**saturation and value**) **triangle** The values that combine to create the diamond in the **Color Wheel.** Tap-drag within the diamond to adjust the shading and tint of the color.

swatch

A color chip found in the **Swatches** panel of the **Editor**. Swatches can be added to the panel.

swipe

The action of quickly dragging three fingers across the canvas to access a certain tools.

tap

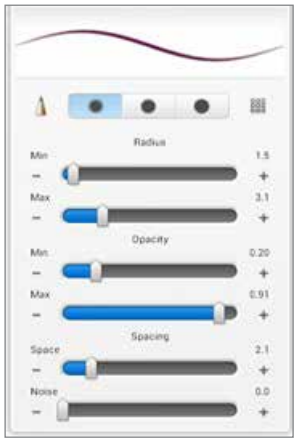
The action of lightly rapping the corners of the screen or middle of the canvas with two or three fingers to access a certain tools.

transparency

(of layer, of brush)

The amount of detail you can see underneath a layer or brushstroke.

Brushes



The **Editor** has two sections. One contains a variety of different brushes, including color stamps and a smear brush. Flip the panel to access sliders to change aspects of the brush stroke.

Choose from an assortment of default brushes and stamps that make sketching a breeze. Flick through the pages of brushes, then tap one to select it.

NOTE The last-used brush is saved for the next session.

Select a brush

Select a brush using the radial menu or Editor.

Radial menu – Select a brush

Enable **Show Radial Menu** in **Preferences** to access the radial menu.

Tap , then tap a brush.

- To access the radial menu, tap .
- To add a brush to the menu, select a brush, make modifications to it, set a color, and tap-hold an icon.

NOTE Enable **Remember Colors on Radial Menu** in **Preferences** to display a brush's color assignments in the radial menu.

Editor – Select a brush

1. Tap .
2. Swipe the brushes to change the page and access other brushes.
3. Tap a brush.

Brush Palette – Select a brush

1. Enable **Use Palettes** in **Preferences**.
2. Tap to access the **Brush Palette**. Tap a brush.
   - Tap to pin a palette in place or to hide it.
   - Tap-hold a brush to access other brushes and customize the palette. The **Brush Palette** is scrollable and has 24 customizable slots.
   - Double-tap a brush to close the palette.

NOTE If the palette doesn't appear, enable **Use Palettes** in **Preferences**.

To add a brush to the palette, tap-hold a brush, then select another brush from the popup.

NOTE Using **Reset Brush Settings**, permanently resets the brush palette.

Customize brushes

Looking for something different? Change the settings of a brush to customize it. Within the **Editor**, there are tools for changing the radius, opacity, spacing, and color of a brush.

To reset brushes to their default settings, see *Brushes and Colors*.

Change brush properties

Use the sliders in the **Editor** to change the properties of a brush.

1. Tap to open the **Editor**.
2. Tap a brush.
3. Do either of the following:

   - Tap-drag the slider to the right to increase its value or tap the **+** to the right of the slider to increase it by a set amount.

     NOTE If the sliders aren't visible, tap to flip the panel.

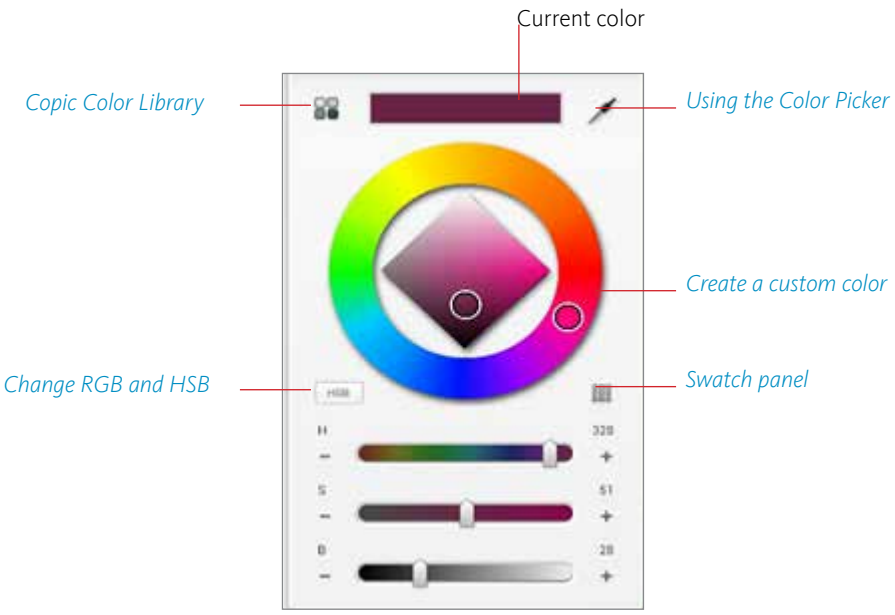
   - Tap-drag the slider to the left to decrease its value or tap the **-** to the left of the slider to decrease it by a set amount.

     NOTE The properties panel scrolls to list more parameters.

4. Tap one of these to change the brush tip:

   NOTE Use the radial menu to access custom brushes quickly.
   See *Radial menu – Select a brush*.

Colors



The **Color Editor** contains a color wheel for selecting a color, color picker for grabbing a color, **Copic Color Library**, and sliders for setting RGB and HSB values. Flip the panel to access color swatches and create a custom library of color.

Create a custom color

Use the panels of the **Color Editor** to create or choose a color.

1. Tap .
2. Do any of the following:

Tap-drag within the diamond to change the saturation and luminance.

Tap-drag the sliders to change the RGB or HSB values.

Tap-drag within the ring to change the hue.

Change RGB and HSB

You can create a color by setting RGB and HSB values. Do one of the following:

- Tap **HSB** to flip to the RGB panel.
- Tap **RGB** to flip to the HSB panel.

- Tap-drag the sliders to set a value.

Using the Color Picker

Tap . Tap-drag the **Color Picker** over a color to select it.

Swatch panel

The **Swatch** panel houses a selection of pre-defined color chips. As you create swatches, they replace others and appear in this panel.

IMPORTANT You must close out of the **Editor** to save your swatches. Do this by either selecting another tool from the toolbar, sketching, saving, or letting the editor close on its own.

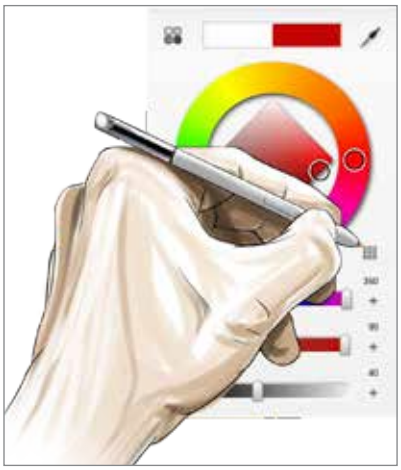
When working on projects where the client has provided a color palette, capture and store swatches of these colors for future use.

After a project is completed, to remove swatches, there are two methods:

- Reset preferences
- Replace the swatches

Select a swatch

After you have accessed the **Editor**, use the **Swatches** panel to select a color swatch.



1. Tap to flip to the **Swatches** panel.
2. Tap a swatch, then start painting.

Create and change a swatch

After creating a color, save it by creating a swatch.

1. Do any of the following:
   - Select a color using the **Color Wheel** or a swatch.
   - Create a color using the **Color Wheel**.
   - Capture a color using (eyedropper).
2. Tap to flip to the **Swatches** panel.
3. Tap-drag the color ribbon onto or between swatches to add the color to the list.

Copic Color Library

The **Copic Color Library** houses a selection of pre-defined color chips.

Select a swatch

After you have accessed the **Editor**, use the **Copic Color Library** to select a color swatch.

1. If in the **Color Wheel** panel, tap to flip to the **Copic Color Library**.
   - To access different color palettes, tap-drag the slider.
   - To select the complementary color, tap a color chip to load its complementary color. Tap the complementary color to select it.

   NOTE Not every color will have an assigned complementary color. For those without, a selection of colors similar to its complementary or nothing will appear.
2. Tap a swatch, then start painting.

Change your view

Zoom in on or out of an area of your sketch, or move around the canvas and change your view.

Zoom in and move around a sketch

Zoom in to see details and have finer control when sketching and painting.

With two fingers, drag and expand on the canvas to zoom in.

NOTE To zoom in further, repeat this action as many times as necessary.

With two fingers, drag the canvas to change its placement.

Zoom out of a sketch

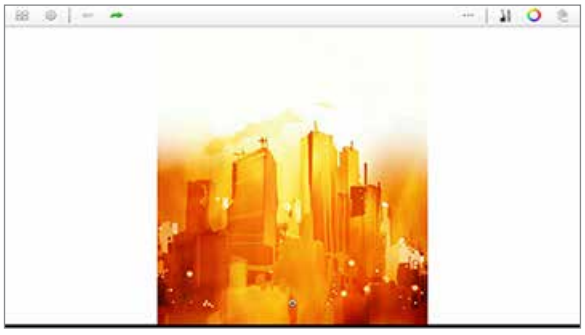
Use zooming out for when you want to have a better view of the overall composition.

With two fingers, pinch the canvas.

NOTE To zoom out further, repeat this action as many times as necessary.

View the full canvas

Set a corner tool to **Frame Canvas** (see *Customize the corner tools*) and tap it to instantly change the view and display the full canvas.



Gallery

In the toolbar, tap , then **Gallery** to access the **Gallery**. You will be prompted to *Save your sketch*, save a copy if a version already exists, not save it, or cancel.

In the **Gallery**, tap one of the following:

New Sketch to *Create a new sketch*

Tap and select a canvas size.

A new blank canvas is created.

New from image to load the image onto the canvas

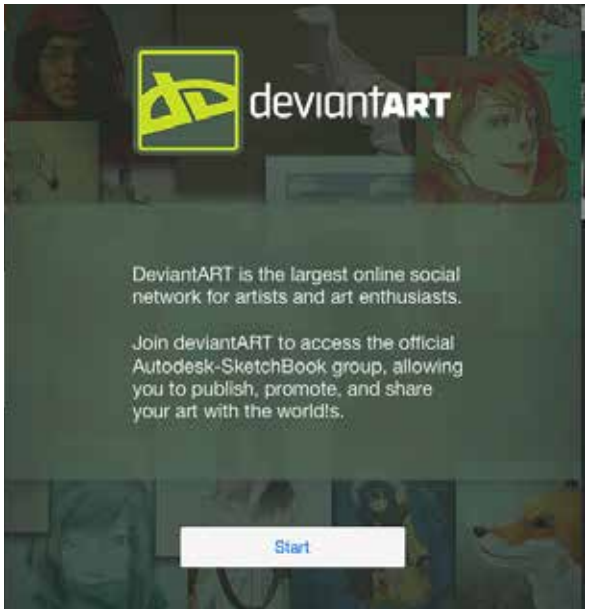
Tap and select an image from a location on your device.

a thumbnail of a sketch

Tap a thumbnail and select one of the following options:

Edit	Tap a thumbnail, then tap to return to the canvas and make changes to a sketch.
Favorite	Tap to tag a sketch as a favorite.
Share	Tap and select one of the following options: • **Share as PNG** to export a flattened image. • **Share as JPG** to export a flattened image. • **Share as PSD** to export a layered image. Next, select a method for sharing your image.
Overflow	Tap to delete the selected image from the **Gallery**. • Tap **Submit to deviantART** to export the selected image to your deviantART gallery. See *DeviantART* for more information. • Tap **Rotate Left** to rotate the selected image left 90 degrees. • Tap **Rotate Right** to rotate the selected image right 90 degrees. • Tap **Delete** to delete the selected image from the **Gallery.**

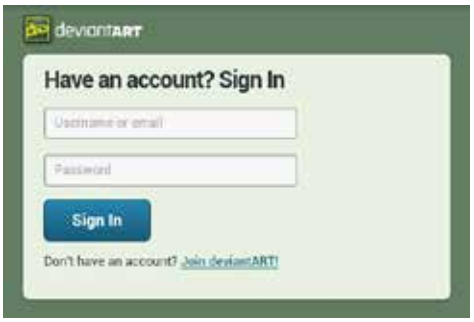
DeviantART


deviantART
DeviantART is the largest online social network for artists and art enthusiasts.
Join deviantART to access the official Autodesk-SketchBook group, allowing you to publish, promote, and share your art with the world!s.
Start

DeviantArt is the largest online social network for artists and art enthusiasts. Autodesk has teamed up with deviantArt, to bring some of the deviantART experience to SketchBook. Publish your art and get inspiration from the work of other SketchBook artist.

If you are not logged in to your deviantART account or it's your fist time using the **deviantART** option, an introduction screen appears.

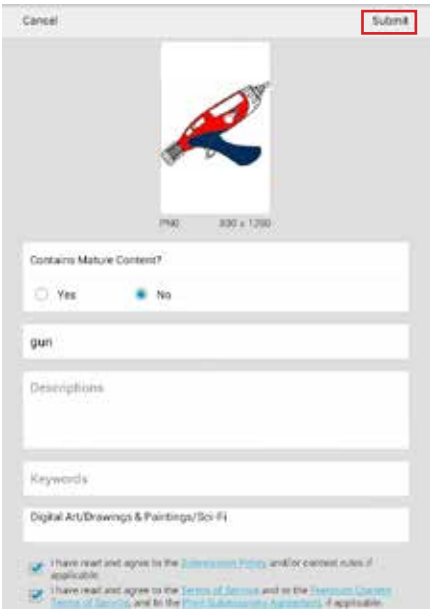
1. From the **Gallery**, tap the thumbnail of an image.
2. Tap ⋮ and select **Submit to deviantART**.
3. If you aren't signed in, do so using the screen that appears. If you don't have an account, tap the link **Join deviantART** to create one.



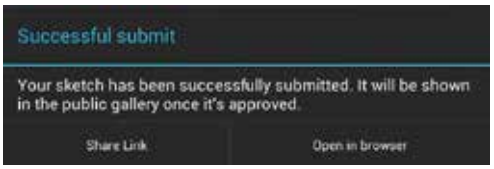
4. When the **Authorize** screen appears, check the option at the bottom, then **Authorize App**, so your SketchBook work can be submitted to your deviantART account.

A personal gallery is created where your submitted content appears. Your content may also appear on the Autodesk-SketchBook group page.

5. When the **DeviantART** screen appear, enter a title, select a category and whether your image contains mature content, and check the authorization options at the bottom.



6. Tap **Submit**. The **Successfully Submitted** screen appears providing information regarding the upload.


Successful submit
Your sketch has been successfully submitted. It will be shown in the public gallery once it's approved.
Share Link
Open in browser

Sharing your deviant art

Once you have submitted an image to your deviantART account, share a link to it.

1. From the **Successfully Submitted** screen, tap **Share**.
2. Tap one of the methods for sharing your content.

Opening a submitted image in a browser

Once you have submitted an image to your deviantART account, you can open it in a browser.

From the **Successfully Submitted** screen, tap **Open in browser**.

Sketching and painting

Create a new sketch

To create a sketch, tap , and select a canvas size.

Import a sketch

You can import two types of images:

Flattened	PNGs and JPGs are imported into SketchBook as flattened images. Upon import, their orientation is respected and they are scaled and centered (not stretched).
Layered	PSD layered images work differently. Orientation, layer number, blend modes, canvas size, and device all need to be considered before importing or exporting.

LAYERED IMAGES

Before importing layered files into SketchBook, it's important you read this section.

Since you can import layered files from and export them to different types of devices with varying capabilities, this section will provide tips for how to best do this.

SketchBook exports layered files as PSDs, which is great for sharing sketches and using the layered files elsewhere. Share work-in-progress with friends or clients. Have them view it on their device and add comments, using an annotated layer. Re-import the file, check out their feedback, and get back to it.

GALLERY AND SAVING

When you import a file, you must actively save it before it will appear in the **Gallery**.
See *Save your sketch* for more details.

Importing a sketch

1. In the toolbar, tap .
2. Tap + to create a layer.
3. Tap the new layer.
4. Select either **Import Photo** or **Import Camera**.
5. Locate and tap an image to import it.

Draw Styles

Use the **Draw Styles** to aid with drawing lines, rectangles, and ellipses, as well as return to freeform stroke mode.

1. Tap ▪▪▪.
2. Tap one of the following:

   to return to freeform stroke mode.

   to draw a straight line.

   to draw a rectangle.

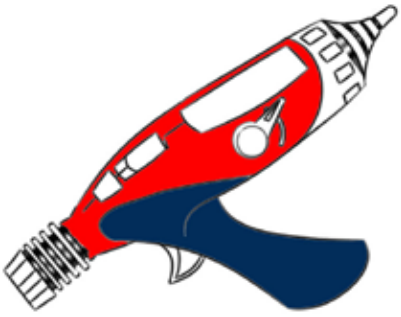
   to draw an ellipse.
3. Tap-drag to draw a shape.

   NOTE To exit a **Draw Styles**, tap a different drawing style, such as .

Flood fill an area

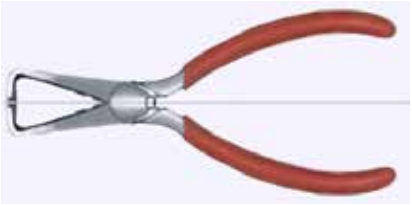
Fill fills the active layer with color, speeding up the painting process, working like a mask.

1. Tap .
2. Select a color.
3. Tap ▪▪▪.
4. Tap .
5. Tap an area to fill it.



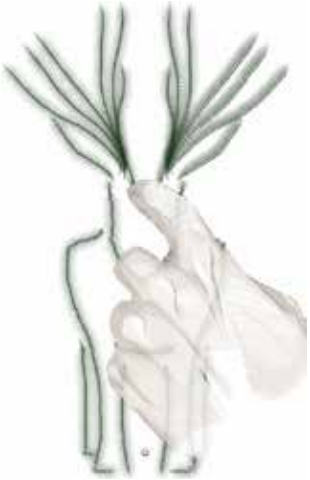
Symmetry

The **Symmetry** tool enables you to turn symmetry on and off as you sketch. Anything drawn on one side of the axis is mirrored.



The axis of symmetry always appears at the center of the canvas.

1. Tap ▪▪▪.
2. Tap either or .
3. Draw.



Undo and redo

Undo brushstrokes

SketchBook is more forgiving than paper or canvas. When you place a stroke and decide it's not what you had in mind, you can undo it. You have 10 levels of undo.

To undo an action, do one of following:

- To undo the previous action, tap .
- Double-tap the bottom left corner of the screen.

Redo brushstrokes

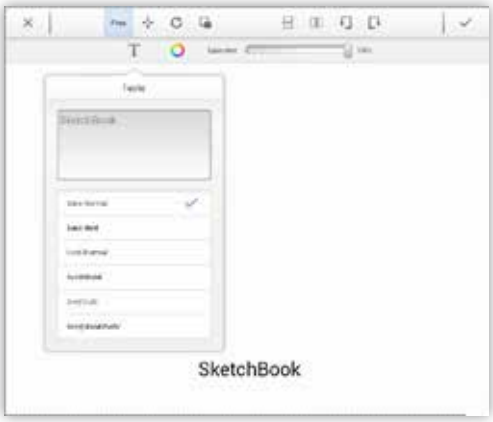
If you undo a stroke and decide you want it back, unlike traditional sketching, you can get it back. You have 10 levels of redo.

To back out of undos (redo), do one of the following:

- Tap .
- Double-tap the bottom right corner of the screen.

Adding Text

How do I add text



1. Tap ▪▪▪.
2. Tap T.
3. Set the color, size, and opacity.
4. Press T to access the keyboard.
5. Set the font.
6. Tap the text field.
7. Tap ✓.

Transforming text

Use the buttons along the top to transform your text.

Free — With two fingers, freeform move, rotate, and scale text.

Move text in any direction.

Rotate text.

Scale text up or down.

Vertically flip text.

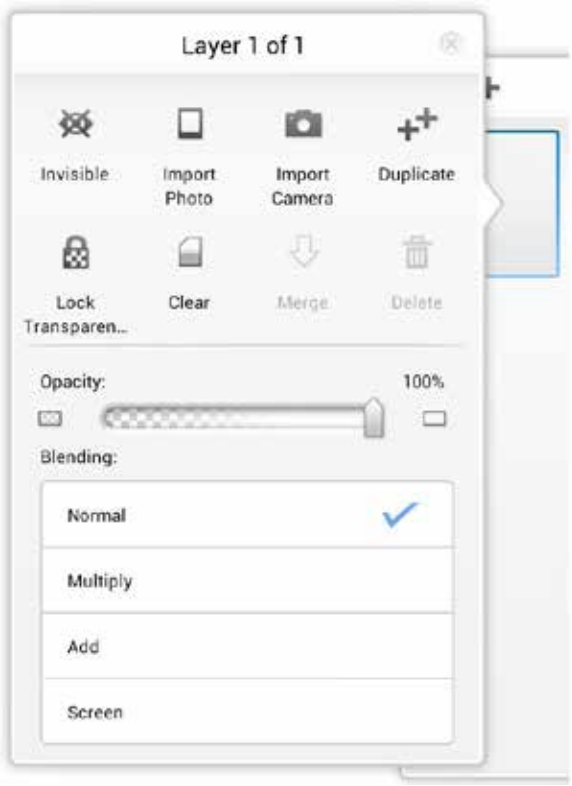
Horizontally flip text.

Rotate text 90 degrees counterclockwise.

Rotate text 90 degrees clockwise.

Using layers

Layers and the Layer Editor



Access the **Layer Editor** and its layers with from the toolbar.

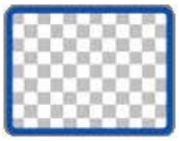
Use layers to build a sketch with individual elements. Simplify changes and explore variations with them.

What are layers?

Layers provide a way to mark up or make changes to an image without modifying the rest of the composition. Use multiple layers for building complex sketches or testing variations of a design.

Layers are created, duplicated, merged, turned on and off, reordered, blended, and deleted using the **Layer Editor**.

As content is added to a layer, the **Layer Editor Preview** updates, displaying the content and making it easier to identify a layer.



Empty layer

Layer with content

How do I use layers?

1. Tap to open the **Layer Editor**. The current layer is highlighted.

   NOTE Upon startup, the **Layer Editor** will have one layer listed. Use ➕ to add up to five more layers.

2. Tap a layer to access the layer tools.
3. Do any of the following:

Hide and show a layer	Merge layers
Preserve layer transparency	Duplicate a layer
Add an image	Delete a layer
Clear a layer	Reorder layers
Change layer opacity	Blend layers

Add a layer

Create a new empty layer.

1. Tap to open the **Layer Editor**. The current layer is highlighted.
2. Tap +. In the canvas, the new layer appears over the other layers. To reposition it, see *Reorder layers*.

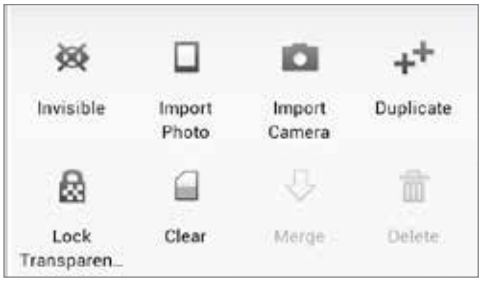
Duplicate a layer

Create a copy of the active layer.

1. Tap to open the **Layer Editor**. The current layer is highlighted.
2. Tap the layer you want to duplicate and access the layer tools.
3. Tap +. A duplicated layer is created and becomes the active layer.

Add an image

Use or to add an image to a layer to make modifications to the content and add it to the overall composition.



1. Tap to open the **Layer Editor**. The current layer is highlighted.
2. In the **Layer Editor**, tap a layer to access the layer tools.
3. Tap **Import Photo** or **Import Camera** and select an image.

Clearing a layer

Remove all content from a layer. Double-tap the top left corner .

Merge layers

Once the content of a layer is finalized, use **Merge** to combine layers. This frees up layers for creating other content.

1. Tap to open the **Layer Editor**. The current layer is highlighted.

   The layer to be merged must be above the one it will be merged with. If it isn't, reposition it. See *Reorder layers*.
2. Tap a layer to access the layer tools.
3. Tap .
4. Tap **OK**.

Delete a layer

Remove layers to make room for new ones.

1. Tap to open the **Layer Editor**. The current layer is highlighted.
2. Tap a layer to make it active.
3. Tap the layer again to access the layer tools.
4. Tap and **OK**.

Hide and show a layer

Create different variations of an idea by changing a color, add a logo, place something else in the scene, or remove an element. Hiding and showing layers allows you this flexibility, making it possible to see only what you want to see.

1. Tap to open the **Layer Editor**. The current layer is highlighted.
2. Tap a layer to access the layer tools.
3. Do either of the following:

Tap to hide a layer.

Tap to show a layer.

Reorder layers

Change the layer order by dragging layers above or below one another within the **Layer Editor**.

- To make a layer appear in front of another, move it above another.
- To make a layer appear behind another, move it below another.

1. Tap to open the **Layer Editor**. The current layer is highlighted.
2. Drag the layer into position.

Change layer opacity

Change the transparency of a layer to create a striking or subtle effect.

1. Tap to open the **Layer Editor**. The current layer is highlighted.
2. Tap the layer you want to affect.
3. Tap the layer again to access the layer tools.
4. Drag the **Opacity** slider:
   - left to increase transparency
   - right to decrease transparency

Preserve layer transparency

Use **Lock Transparency** to make edits to only the visible contents of a layer. Any transparent pixels on a layer remain transparent when this option is enabled, instead of becoming white and opaque. This makes it easier to composite various layers together, combining backgrounds and foreground images with blending occurring between pixels with various levels of transparency. When applied to a layer containing paint, only the painted portions of the layer are filled.

1. Tap to open the **Layer Editor**. The current layer is highlighted.
2. Tap the layer you want to affect.
3. Tap the layer again to access the layer tools.
4. Tap to lock transparency. The icon appears on the layer you have locked.

Blend modes

Use blend modes to determine how layers are composited together. Create complex multi-layered textures. Choose from **Normal**, **Multiply**, **Add**, and **Screen**. Apply them and experiment without the fear of permanently altering your composition.

When layers are combined, the results can vary. Change the order and experiment with the settings to achieve the result you want.

Multiply layers

Use **Multiply** to produce an overall darkening effect to the layer appearance.

When using **Multiply**, the value for each pixel in the layer is darkened by a value equal to or greater than the value of pixels on other layers occupying the same location in the layer stack. It produces a similar effect to combining one or more photographic transparencies together and looking through them.

Add layers

Use **Add** to lighten the overall composition, similar to **Screen**, but in a more extreme manner.

When using **Add**, each pixel is brightened by a value equal to or lesser than the value of pixels on other layers occupying the same location in the layer stack. This is applied as a linear calculation.

Screen layers

Use **Screen** to produce an overall lightening effect to the composition.

When using **Screen**, each pixel in the layer is brightened by a value equal to or lesser than the value of pixels on other layers occupying the same location in the layer stack. It produces an effect opposite to that of **Multiply**.

Apply blend modes

To add a blend mode, do the following:

1. Tap to open the **Layer Editor**.
2. Tap a layer to access the layer tools.
3. Tap a blend mode.
4. Draw.

Transforming a layer

Rotate, scale, and move a layer using **Layer Transform**. Resize a layer, pivot it, or reposition it without affecting the content on other layers. Don't confuse this with transforming a canvas, which changes the view, without affecting the placement or size of the layers.

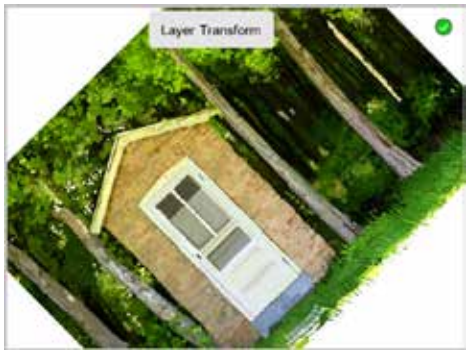
Move, rotate, or scale a layer

Use two-fingers to drag along the canvas and transform your layer.

NOTE When transforming a layer, keep in mind that any content that is resized and expands beyond the size of the canvas (not your view) will be cropped off. Undoing this action will restore the content; otherwise, it is lost.

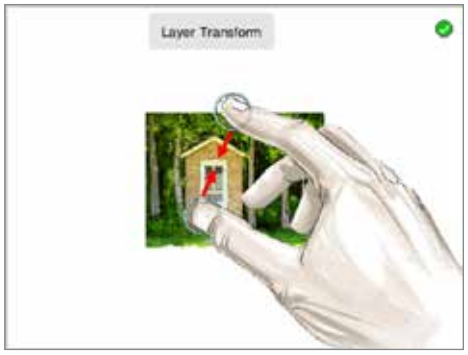
1. Tap to access the toolbar.
2. Tap , then . The canvas changes, displaying the following:
   - Free With two fingers, freeform move, rotate, and scale the layer.
   - Move the layer in any direction.
   - Rotate the layer.
   - Scale the layer.
   - Horizontally flip the layer.
   - Vertically flip the layer.
   - Rotate the layer 90 degrees counterclockwise.
   - Rotate the layer 90 degrees clockwise.

Courtesy: (c) Susan Murtaugh



To **rotate**, drag in a circular manner with one finger.

To **move**, drag up, down, left, or right with one finger.



To **scale**, drag up, down, left, or right with one finger.

To **scale**, with two fingers, pinch the canvas for a smaller layer and expand your fingers for a larger layer.

3. When finished, tap ✓.

Save, export, and post sketches

Save sketches to your **Gallery**, then export and post them. The **Gallery** is a component of SketchBook Pro. If you accidentally delete the app, your **Gallery** and all the sketching within it are deleted. So, we recommend:

- Exporting to your SD card and Dropbox.
- Taking snapshots of your canvas to save the image in your **Screenshots** folder.

Save your sketch

SketchBook auto saves after 10 strokes; however, we still recommend you save your work and copies of it. When importing an image, you need to save it before it will appear in the **Gallery**.

1. Tap .
2. Tap **Save** or **Save a Copy**.

Export your sketch

Export to your SD card, Dropbox, or another destination. Choose from .PNG or .JPEG (flattened) or .PSD (all layers are saved, so when the file is reopened, the layer structure is intact).

1. Tap , , then **Save**, **Don't Save**, or **Save a Copy**.
2. Tap the thumbnail view of the sketch.
3. Tap to export.
4. Select a file type:
   - PNG or JPEG for a flattened image.
   - PSD for a multi-layered image.
5. Following the onscreen instructions.

Open a saved sketch

Whenever you save a sketch to the **Gallery**, you can reload it by tapping . When a sketch is reopened, the content appears in the **Layer Editor** and the canvas updates.

Changing preferences

Use the preferences to customize application settings. To access your preferences:

1. Tap to access the toolbar.
2. Tap and **Preferences**.

General

To turn on a preference, tap the box next to it to add a check.

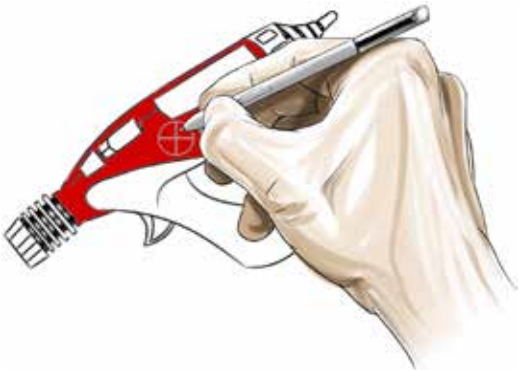
- **Symmetry: Stop Center** - For your strokes to stop at the center point when using symmetry.
- **Toolbar Always Visible** - Keeps the toolbar visible, even when sketching.
- **Help Improve Our Products** - Approve collection of usage information.
- **Back for Undo** - Uses the **Back** button for Undo. Tap it to undo the last action.

Brushes and Colors

To turn on a preference, tap the box next to it to add a check.

- **Smooth Brush** - Makes the strokes smoother.
- **Use Palettes** - Turns on the brush and color palettes.

- **Show Radial Menu** - Shows the radial menu around the brush ring.
- **Remember Colors on Radial Menu** - Keeps colors assigned to the radial menu set to it.
- **Tap-hold for Color Picker** - Use to turn on or off the **Color Picker** that appears.



The **Color Picker** does not appear. However, when turned on, it does.

Factory Defaults

Use the **Factor Defaults** to reset all your color swatches and brushes to their original state. If you don't want to restore all the brushes, you can reset individual ones. Tap the following:

- **Reset Color Swatches** to change your color swatches back to their original state.
- **Reset Brush Settings** to change brushes back to their original state.
- **Reset Preference Settings** to change back all your preferences to their original state.

IMPORTANT Before using **Reset Brush Settings**, keep in mind, it removes brushes downloaded from the SketchBook Store, as well as resets the radial menu and brush palette. You can return to the store to download those brushes again. However, custom brushes from the radial menu will be lost.

IMPORTANT Before using **Reset Color Swatches**, keep in mind it resets the color palette.

Getting SketchBook information

Tour Guide

Tap ⚙, then ? **Tour Guide** to access the tour guide slides.

About

Tap ⚙, then ⓘ **About** to find the apps' version number.

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